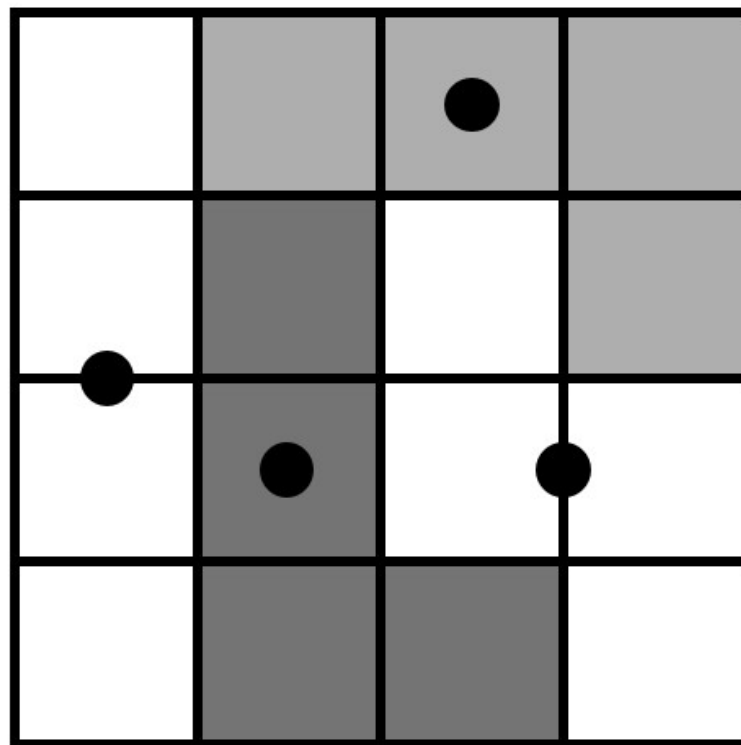
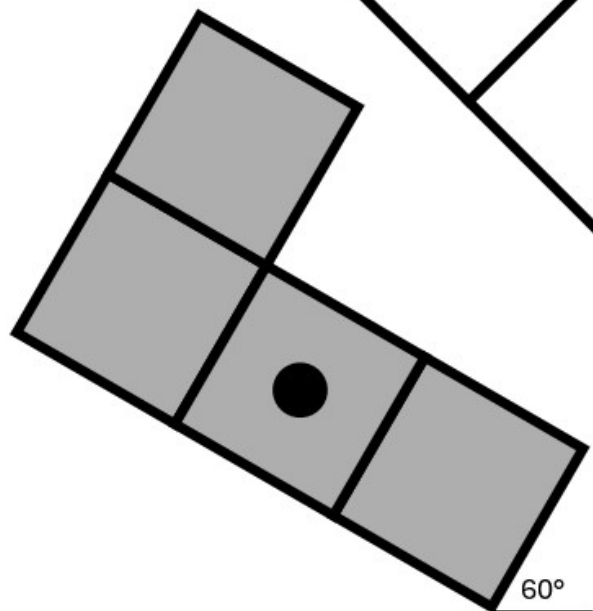
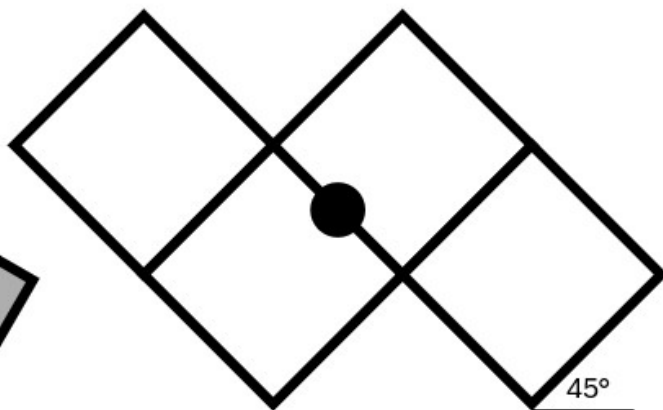
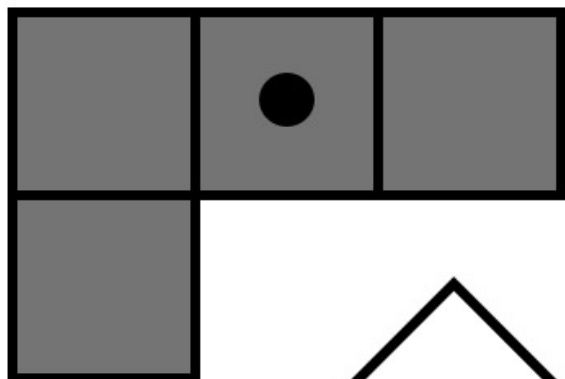
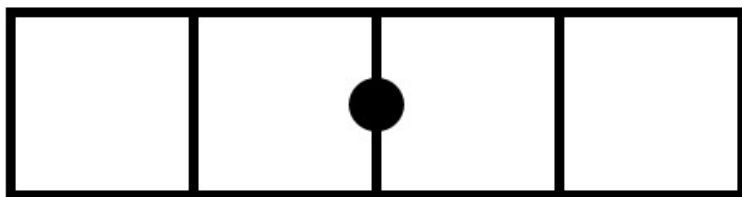
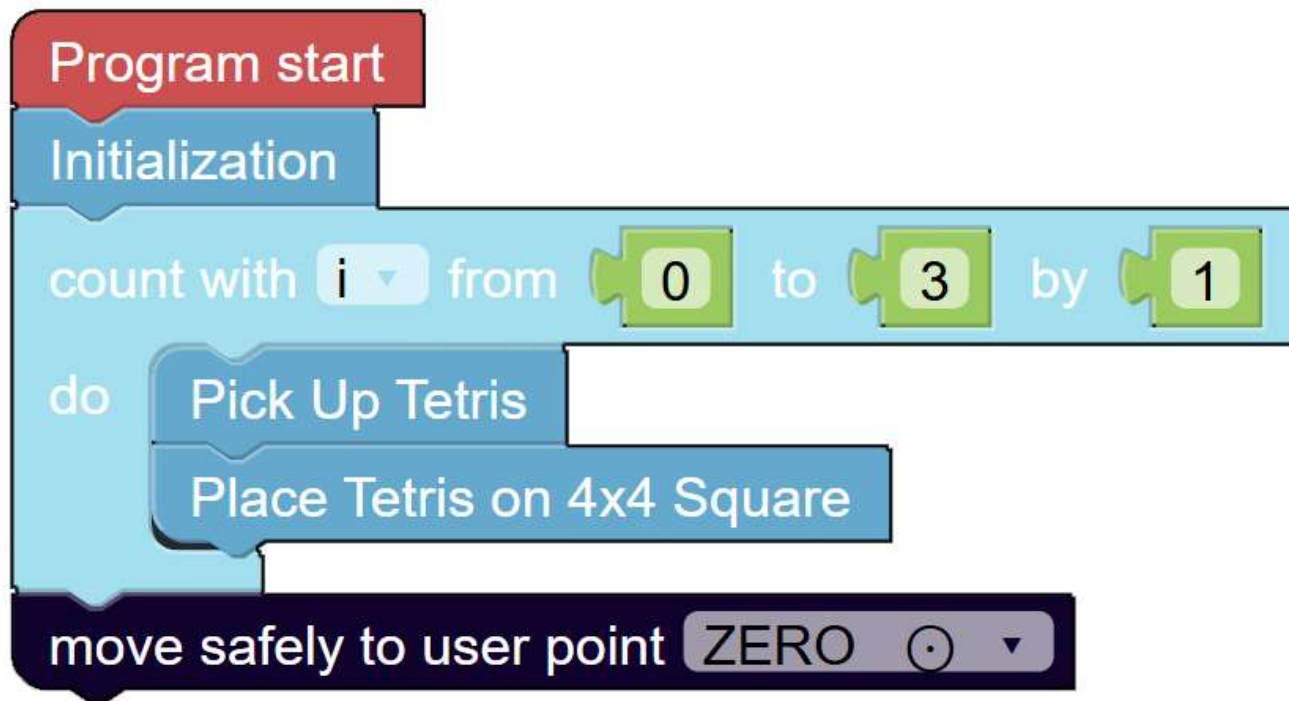
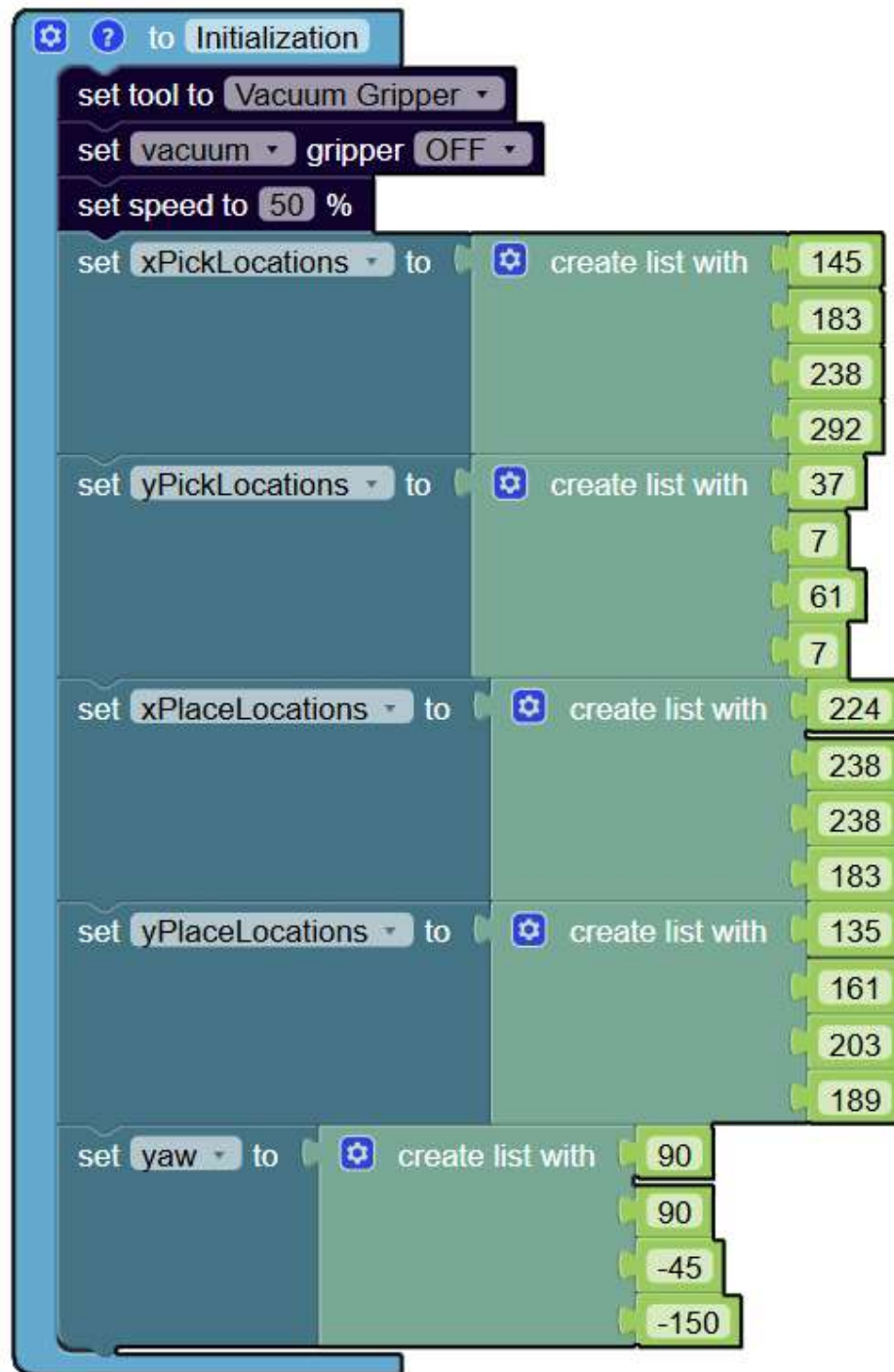


# ORA : The Tetris Kitting Challenge

Ozobot Editor Blocks







to Pick Up Tetris

move to coordinate (x = in list xPickLocations get # i , y = in list yPickLocations get # i , z = 20 ) [mm]

with tool angle (roll = -180 , pitch = 0 , yaw = ) [°]

movement type: linear

move to coordinate (x = in list xPickLocations get # i , y = in list yPickLocations get # i , z = -4 ) [mm]

with tool angle (roll = -180 , pitch = 0 , yaw = ) [°]

movement type: linear

set vacuum gripper ON

move to coordinate (x = in list xPickLocations get # i , y = in list yPickLocations get # i , z = 20 ) [mm]

with tool angle (roll = -180 , pitch = 0 , yaw = ) [°]

movement type: linear

move to coordinate (x = in list xPickLocations get # i , y = in list yPickLocations get # i , z = 20 ) [mm]

with tool angle (roll = -180 , pitch = 0 , yaw = in list yaw get # i ) [°]

movement type: linear

to Place Tetris on 4x4 Square

move to coordinate (x = in list xPlaceLocations get # i , y = in list yPlaceLocations get # i , z = 20 ) [mm]

with tool angle (roll = -180 , pitch = 0 , yaw = in list yaw get # i ) [°]

movement type: linear

move to coordinate (x = in list xPlaceLocations get # i , y = in list yPlaceLocations get # i , z = -4 ) [mm]

with tool angle (roll = -180 , pitch = 0 , yaw = in list yaw get # i ) [°]

movement type: linear

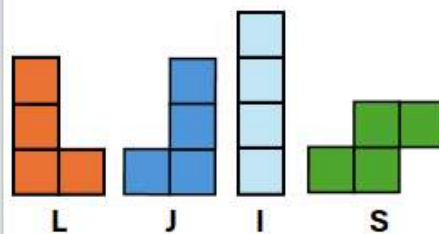
set vacuum gripper OFF

move to coordinate (x = in list xPlaceLocations get # i , y = in list yPlaceLocations get # i , z = 20 ) [mm]

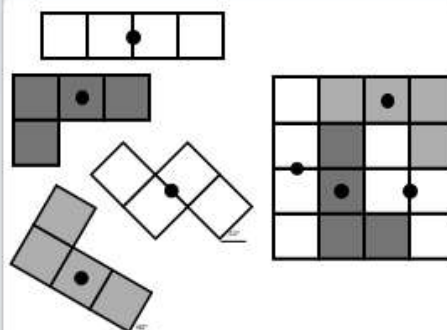
with tool angle (roll = -180 , pitch = 0 , yaw = in list yaw get # i ) [°]

movement type: linear

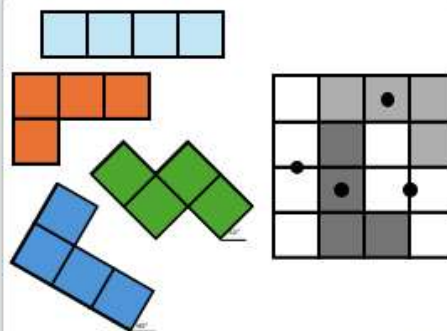
1



2



3



4

